

Ways to use the Recordable Talking Panel across the Curriculum

The Recordable Talking Panel: A visual and auditory aid to support learning across the curriculum

(EL00153, SD10609)



The TTS Recordable Talking Panel is a versatile auditory and sensory tool designed to spark creativity, interaction, and engagement in learning activities for children of all ages.

In this guide, you will find a few suggestions of how it can be used to support learning across the curriculum.

Storytelling/Story Sequencing



The Recordable talking panel can be used in a variety of ways to support storytelling. Here are a few examples:

Story Sequencing

Place pictures from a well-known story into each of the sections. Can children retell the story by recording a sentence under each picture? Challenge older children to create a complex sentence that uses a range of adventurous vocabulary to explain each of the events.

Developing Dialogue in Writing

Before writing a story, gather children in groups or pairs. Ask the children to choose and draw a character from a well-known story. Encourage children to work together to create dialogue for each character. Ask the children to re-tell the story together, acting in role as their chosen character. Can they use intonation and expression to bring the dialogue and character to life? Listening back to the recordings will help children make decisions about the punctuation required. It will also enable them to choose appropriate synonyms for 'said', and help them to understand where they need a new line for a new speaker.

Storyboarding

Support children with story writing by giving them time to create an interactive storyboard. Children can use the panel to add pictures of events in time order, using the recordable function to record their ideas. Ideas may include a simple sentence that acts as an aid memoire or a vocabulary list they would like to include in each event.

Interactive Book Reviews

Encourage children to create interactive book reviews. The children can either use an image of the front cover or illustrate one. They can then place them into a section of the panel before recording their review for their friends to listen to.

Debating

Choose a dilemma to be debated. Place images of different characters from the dilemma into the sections of the panel. For each character, record their thoughts and opinions about the dilemma. Children can either choose a character to role play or instead, a character to support or challenge. Supporting or challenging a character involves children selecting a character and arguing for or against their actions or viewpoint.

Sequence of Events



Historical Timelines

Choose historical events to place on the panel in chronological order. Children can arrange them into the correct sequence with recorded descriptions of the events. Not only a great timeline activity but the recording panel can also be mounted on the wall after as part of an interactive history display.

Life Cycles

Use the panels to narrate the stages of a lifecycle (e.g. frog, butterfly etc) with corresponding drawings or images. Children can sequence them as part of an activity before recording descriptions of the different phases for others to listen to.

Visual Timetable

Add the routines of the day into the panel with visuals and recoded explanations/labels. This provides a consistent and familiar place for the children to return to view what is happening and what is coming next. As each routine/session is completed, you may wish to replace the visual with a completed sign so that the children can see what has taken place and what is next.

Sticky Knowledge and learning of Facts



Use the TTS Recordable Talking Panel to support children with the learning of sticky knowledge and important facts.

Sticky Knowledge

Record bite-sized chunks of important information or key facts alongside images (e.g. The capital city of England is London). Use the panel to create a mini quiz for the week, or why not place the panel by the door so that every time a child comes in or out, they can answer one of the questions and see if they are correct.

Times Tables/Mathematical Facts

On the panel, display images of calculations or mathematical facts that the children are finding difficult or need to learn. These can be added as an interactive tool on the maths display or placed in the classroom for the children to listen to and learn.

Mathematical Processes

Record each step of a mathematical process, such as long division, so children can follow along and practise at their own pace. This can act as a scaffold when learning a new process with steps removed as children make progress and become more independent.



Language and Vocabulary

Word Definitions

Record definitions and display visual images for subject specific vocabulary or new words taught. For example, Habitat – (image and word displayed) – where an animal or plant lives. Children can listen and use the word in their own sentences or writing.

Interactive Thesaurus

Add words that the children overuse onto the panel. Can the children think of more adventurous synonyms to record under the original word e.g. 'red – scarlet, vermilion, ruby' or 'said – exclaimed, cried, uttered'. Challenge the children to use these words in their writing and speech.

Words of the Week

Choose a range of words and corresponding images that you would like to introduce the children to. Add the images to the panel with the definition. Each day, unveil a new word. Can the children have a go at guessing what it means and give reasons for their prediction? Are there any clues in the word e.g. tri - meaning three? Alternatively, the children can listen to the definition before revealing the written word and image. Can they guess what the word may be?



Different Languages

If you have any children who speak English as an additional language (EAL) in your setting or are learning about another country, why not place pictures of objects or greetings into the different sections with the recorded word/greeting underneath? This will give children the opportunity to learn about different languages and cultures and have a go at using them. This can lead to great discussions.

Vocabulary Matching

Record words in the target language alongside corresponding pictures. Children press the sections of the panel to hear the word. Alternatively, children could be given images that they have to match to the recorded word.

Supporting EAL

Record key words and phrases that the child is learning on to the panel. Give the child time to listen to the word and repeat and use at their own pace. Pair images with the spoken word to reinforce understanding. Some schools may choose to send the panel home so that the parents can discuss the words in their own language and practise with their children.

Programming Skills



Sequencing and Algorithms

Record step by step instructions for an algorithm with matching images e.g. an image of a forward, stop, left turn etc. Can the children listen to the recorded instructions to program either a robot such as Bee-Bot or to follow themselves as part of an unplugged activity?

Debugging Challenges

Record a set of instructions (algorithm) e.g. making a sandwich or tying shoelaces but include a deliberate mistake. Ask children to listen to the instructions carefully and identify the 'bug' before fixing it. They can do this by either moving the images around or creating a new recorded instruction.

Explaining Coding Concepts

Record short, clear explanations of key programming terms like 'loop', 'bug', or 'variable'. The panel can be used as part of an interactive display so that children can hear and understand the concepts over time or use it as a reminder to consolidate learning.